

BLOOD **RAVENS**



Blood Raven Army Rules:

In the name of the unknown primarch:

By George Neale

The Blood Ravens have no knowledge of who their founding primarch is. Because of this they are on an everlasting quest to obtain clues as to who it was, they will never back down from anything that could lead to knowledge about their lost primarch, even if it means sacrificing themselves so that others will have that knowledge.

Any Blood Raven with this trait is stubborn

Corruption:

The Blood Ravens have been known, especially since the second Aurelia campaign, to be tempted towards the powers of chaos. No one knows why this is; maybe it's due to the lack of knowledge towards their primarch, maybe it's because their chapter master Kyras himself has been tainted and the taint has spread from the heart of the chapter, no one is certain.

Before deployment roll for each unit that has chosen to become to be corrupt and consult the table below. Note, units can only be chosen to become corrupt if the army includes Chapter Master and Chief Librarian Kyras, a corrupt commander or a corrupt librarian. If corruption is chosen, then the unit with corruption will lose "In the name of the unknown primarch" and they will have a constant -1 to their leadership value.

Commander and command squad they are with

<u>D3 role</u>	<u>Result</u>
1	Speed Daemon: when rolling for a difficult terrain test the commander and/or the command squad will move the combined 2D6 role.
2	Sweeping Doom: At the begging of the combat phase the commander or the command squad may opt to make a sweeping doom attack. The commander or the command squad will make a single attack at double strength (to maximum of 10) that hits all enemy units in base contact with him. They will strike at initiative value or first if he charged that turn.
3	Call For Blood: At the beginning of any combat phase the owning player of the commander may call for blood, by doing this the commander immediately takes one wound but cannot take any damage from enemy units for that round of combat.

Librarian and librarians in librarian aspirants' squads

<u>D3 role</u>	<u>Result</u>
1	Burning Hate: The librarian has a constant shroud of flame surrounding him. Any enemy model that is base contact at the end of combat suffers a S3 hit with no armour saves allowed.
2	Torment: If a librarian is with a unit at the begging of the turn that lost 1 or more models in the previous enemy turn the librarian may attempt to regain wounds in (cannot exceed their starting number of wounds). If the librarian attempts to do this then they must roll a D6+how many members of the unit were lost in the enemies turn and get a 6.
3	Bargain: The librarian may chose an additional power before the game starts, if the librarian wishes to use this extra power then they must pass an armour save as well as the standard Ld test.

Tactical squad/ Sternguard/ Terminators

<u>D3 role</u>	<u>Result</u>
1	Shield of Hate: Any shots that hit the unit are deflected back at the firing unit on the role of a 6+.
2	Enrage: At the begging of the shooting phase the unit can target an enemy unit that is within 24", the targeted unit (not vehicles or walkers) must pass a leadership test. If the test is failed then the targeted unit must fire at the unit that made them take the leadership test in their shooting phase and cannot do anything else in their turn.
3	Aura of Decay: The unit become slow and purposeful and any enemy unit that is in combat with the unit suffers a -1 to their initiative.

Scouts

<u>D3 role</u>	<u>Result</u>
1	Cloud minds: The sergeant may, instead of shooting, pick out an enemy unit in range of the weapon he is equipped with. The chosen unit must pass a Leadership test or be subject to the night fight rules for their next turn.
2	Aggravated wounds: If the sergeant from the unit wounds an enemy model that has multiple wounds then the wounded model will count as moving through difficult terrain in the next movement phase. They will also be required to make an armour save the following turn, if this is failed then the previous effects will continue into the next turn.
3	Deadly package: After deployment, chose a friendly model (that is not a vehicle, but may be a walker), that model is now carrying a bomb. This is not revealed to your opponent until the model that has been marked is in combat or a unit with acute senses is within 12". If the model who has the bomb hidden is killed then the bomb will detonate, place a small blast marker over the model that was hiding the bomb, all models under the template suffer a S10 Ap 2 hit. If the model hiding the bomb is a walker use the large blast template.

Assault squads/Vanguard veterans/Combat terminators

<u>D3 Role</u>	<u>Result</u>
1	Skin of steel: Any enemy unit attempting to wound the unit in combat does so at -1.
2	Raptor assault: On the turn the unit charges into combat, they will be at +1 strength.
3	Daemonic possession: During combat, before any attacks have been made, 1 or more members of the unit may choose to turn into a bloodletter, who is equipped with a power weapon. The turn it arrives it is in the control of the player who owned the model before it was a bloodletter. After this the control of the bloodletter must be rolled for, you and your opponent each roll a D6 at the beginning of each following turn, the player who gets the highest result is in control of the

	bloodletter for the turn.
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<u>Bloodletter</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>Ld</u>	<u>A</u>	<u>Sv</u>
	5	0	4	4	1	4	10	2	/+5

Devastator Squads

<u>D3 Role</u>	<u>Result</u>
1	Hardness: Any enemy unit that wishes to shoot at the unit will be at -1 to hit.
2	Aura of blood: At the beginning of the combat phase if the unit is in combat, instead of making their normal attack moves the unit may opt to bleed on the enemy. Any enemy that is in base contact with any model in the unit using this power must pass a toughness test or take a wound. If the unit chooses to do this then they must pass an armour save after these attacks have been made.
3	Fire frenzy: The unit may opt to fire its weapons a second time; this is declared after their round of shooting has been made but before any unit fires after them. After the extra round of shooting has been completed, each model in the unit must then pass an armour save or be slain. If all the saves are passed then this can be done the consecutive turn.

Combined sight:

The librarians of the Blood Ravens is gifted with enough power and knowledge that he can see what others cannot, to the smallest movement in the shadows to the massed movement of an advancing army. When such powerful beings are around each other they can see further into the warp and have more control with another librarian by their side.

If a librarian is attempting to use a physic power in range of shadow in the warp and there is another friendly librarian within 6" of the librarian attempting to cast the physic power and out of range of the model that has shadow of the warp ability in, the shadow of the warp has no effect.

Librarium Support:

Due to the high concentration of Librarians within the Blood Ravens Chapter, it is unusual for a deployment of any significant size to take to the field without the support and counsel of at least one their number.

To this end, a Blood Ravens Army must include at least one Librarian as an HQ choice; this can a named character. However, after the first Librarian, a Blood Ravens army may select any number of other librarians (these can be named characters) without taking up any space on the Force Organisation chart (though

they count as an HQ choice for all other purposes). Librarians forming part of the Librarium Aspirants Squad DO NOT count towards this minimum.

Special Rules:

Latent Pysker:

The concentration of psychic abilities within the chapter, and subsequently the size of the chapter librarium, has been well documented; it is the cause of much speculation. Many senior Blood Ravens have been known to exhibit psychic potential, even when outside the librarium. While this is strongly discouraged, at moments of great importance, these powers can subconsciously come to the fore.

A model with this special rule may use it once per battle. At the beginning of the movement phase, they may take a psychic test, which may be re-rolled if a friendly librarian is within 6 inches. If failed, then the moment has passed and this may not be used. If the test is passed, then that model may re-roll any failed rolls to hit and/or to wound in Close Combat and may force the opponent to re-roll any successful armour or invulnerable save against wounds caused by that model. Note that Perils of the Warp attacks may be suffered as normal from the psychic test. Models with this special rule do not count as Psykers, unless specifically stated.

Librarian Powers:

Foresight of Understanding:

As a member of the Librarium, the Librarian is responsible for maintaining the chapter records and for studying the artefacts of the chapter. This knowledge can be accessed by a skilful librarian via a psychic link, even in the heat of battle.

At the beginning of the shooting phase The Librarian may either:

- Select one friendly unit (including vehicles) within 6 inches; this unit may re-roll any failed rolls to hit for the remainder of that shooting phase provided that the Librarian passes a psychic test.*
- Or*
- Select one enemy unit (including vehicles and Monstrous creatures etc) within 24 inches; any friendly unit attacking this enemy unit in either the*

shooting phase or the assault phase of that player turn may re-roll any failed rolls to wound, provided that the Librarian passes a psychic test.

The Ravens beak:

The mighty form of a raven is conjured forth and propelled across the battlefield spearing any enemy on its beak before vanishing into the warp.

This power is a psychic shooting attack. Extend a straight line, 4D6" long, from the Librarian's base in any direction - this is the path taken by the Ravens Beak. Any enemy unit in the Ravens path suffers a single Strength 8, AP 1 hit with the 'lance' type. Friendly units and enemy units locked in close combat, are unaffected - the lance darts over them before continuing on its course.

Wings of the Raven:

Two black wings sprout from the librarian's back, allowing him to soar over the battle field.

This power is used in the librarian's Movement phase and lasts for the rest of the turn.

It allows the Librarian to move as if he had a jump pack. A Librarian riding a bike that uses the Wings of the Raven moves as if he was riding a Jet bike.

Smite:

Lethal bolts of lightning leap from the librarian's fingertips, tearing his enemies apart in a barrage of power.

This power is a psychic shooting attack and has the following profile

<i>Range</i>	<i>Strength</i>	<i>AP</i>	<i>Type</i>
<i>12"</i>	<i>4</i>	<i>2</i>	<i>Assault 4</i>

Force Dome:

Reaching out with his mind, the librarian erects a barrier of shimmering force around himself and his companions.

This power is used at the start of the librarians movement phase. The librarian and any unit he is with receive a 5+ invulnerable save until the next turn.

The Secret Order of Psykana

Within the Librarians of the Blood Ravens is a secret order of librarians and psykers that was formed by the great father Azariah Vidya and whose purpose has been lost over the millennia. They are charged with the custody of the Beacon Psykana whose power can be called on in times of great need.

A librarian who has this trait and has only one wound remaining can call forth the power of the beacon and may use this power in one of two ways. (This cannot be chosen as a physic power)

1. The librarian gains a 3+ invulnerable save for that round with a reroll if failed
Or
2. The Librarian has a psychic shooting attack that has the following profile

Range	Template	Strength	X	AP	2	Heavy	1
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This attack always wounds on a roll of 2+ and on a roll of 6 causes instant death to the victim regardless of toughness value. On vehicles this attack causes a glancing hit on rolls of 3 and 4 and penetrating hit on rolls of 5 and 6. This trait can only be used once per battle even if more than one librarian has this trait.

Father Librarian

Blood Ravens claim some of the most powerful librarians in the entire Imperium and the most powerful are the venerated father Librarians.
Their knowledge of the psychic arts is so immense that they may pick 3 librarian powers at the start of battle (but still only use 2 per turn)
Their training and mental fortitude is such that they receive a 5+ invulnerable save when suffering from a perils of the warp attack (this is increased to 4+ if force dome is in affect).
(This trait may only be taken by 2 librarians per army, even if they do not take up room on the force organisation chart.)

Wargear

Target Designator:

This is a device usually mounted onto the sights of a weapon carried by those with forward observer roles. It is linked to the targeting systems of nearby vehicles and artillery.
In the shooting phase, if an ordinance weapon is fired at a target upon which model with a Target Designator has also fired (in that same shooting phase), then the Blood Raven player may re-roll the scatter and distance dice for the ordinance shot. The second result stands.

Raven Hammer

This is an ancient relic of the early days of the chapter, said to be wielded by the primarch himself it is the most sacred relic the Blood Ravens hold.
The model that wields this weapon is S10 and Ld 10. Note, only one model per army may have this weapon and they may be equipped with 2.

Forces of the Blood Ravens

Special Characters:

Chapter Master and Chief Librarian Kyras

Relatively little is known of the current leader of the Blood Ravens Space Marine Chapter. What is known is that 1,000 years before the Black Legion's invasion of subsector Aurelia, planet Aurelia disappeared during a Warp Storm after being pushed sufficiently out of orbit for the planet to be covered with glaciers and almost the whole population killed. Just before the planet was taken by the Warp, Librarian Kyras managed to imprison a wounded Great Unclean One of Nurgle by the name of Ulkair, after his master Moriah was killed fighting it. Soon after, the Warp took the planet and Azariah Kyras with it.



Kyras eventually returned some centuries later, appearing inexplicably before the battered elements of the Blood Ravens 5th Company aboard a space hulk called the Judgment of Carrion. Kyras aided Apothecary Galan, the leader of the expedition, in fighting the daemons and Tyranids infesting the hulk. Though the Space Marines had found a lost Battle-Brother, they were still marooned, unable to escape. Their "exits sealed, and beacons failed," Galan and his Marines were

given to despair. Galan was haunted by a daemonic presence, which was given name when Kyras regaled the other survivors with his tale of losses endured by their Chapter in imprisoning Ulkair. The daemon reached out from his imprisonment within the Warp-swallowed world of Aurelia, tormenting the Blood Ravens and hungering for their gene-seed. Kyras did nothing to hinder the defeatist mood, and spread the taint of Chaos into his brothers instead. Eventually Kyras made a pact with Ulkair for their release from the Judgment of Carrion, which required that Galan be possessed by a daemon of the Warp.

Both Galan and Kyras escaped the Judgment of Carrion, and Kyras' return was hailed as a blessing by elements of the Blood Ravens, but not the Captain of the 3rd Company, Gabriel Angelos. Sometime thereafter, Kyras rose to the ranks of both Chief Librarian and Chapter Master. Galan was stationed as an Apothecary within the Honour Guard.

Special Rules:

Master Pysker: Possessed of a psychic ability that matches even the most gifted being in the universe, Kyras is power in the Warp. Much of this comes from the combined force of the ruling council of Blood Ravens however, rather than from Kyras himself. The psychic link between him and fellow Blood Ravens equips him with Knowledge that would drive a mere mortal to insanity. *Kyras is treated as knowing all psychic powers available to a Blood Raven Librarian.*

Foresight: The access to such knowledge through psychic link has many advantages; not least the power to decipher the flows of the warp and the natural universe in one's midst.

A Blood Raven force containing Kyras may roll 2 dice and pick the highest when 'dicing-off' to see which player will pick deployment zones. He may also force an opposing player to re-roll a successful seize the initiative roll.

Taint Unknown: It has been seen by some, especially those that beat back the forces of chaos in the second Aurelia campaign, that the chapter master has sold his soul to chaos. Gabriel Angelos has seen it as his personal duty to destroy the rot steaming from the heart of the chapter, along with Davian Thule and Captain Apollo Diomedees.

Kyras has +1 strength and +1 toughness (already included in profile). An army that includes Kyras cannot include Gabriel Angelos, Davian Thule or Apollo Diomedees.

Wargear:

Mercurial Helm: This artefact was a gift from the Eldar of Iyanden in an age long since passed. It has the power to allow the user great exposure to the warp, whilst maintaining a modicum of safety.

It confers a 3+ save against perils of the Warp attacks and any psychic powers.

Raven Familiar: The Chief Librarian of the Blood Ravens is always accompanied by a Raven, with which he is in total harmony. The Raven gives him a great perspective in battle and allows him to channel psychic energy.

Kyras has a psychic mastery level of 4.

Minerva: A pair of force swords from unknown origins. It is said they were found on a planet on the outer rim of the galaxy, others say they were taken from a

chaos sorcerer. Due to the speculation surrounding them they are not trusted by everyone in the chapter and so only the chapter master may use them.
Counts as a pair of Master Crafted Force swords. It also ignores any improved invulnerable saves daemons receive against psychic weapons.

Captain Gabriel Angelos

Like many of the Blood Ravens, Gabriel was born on the planet of Cyrene, where the Chapter often drew recruits from. Gabriel was an accomplished leader of his peers before he even entered his teen years, and passed the Blood Trials set by the Blood Raven Chaplains.



Many years later, with an entire company of Blood Ravens under his command, Gabriel returned to Cyrene, to preside over the Blood Trials and recruit new members into the Chapter. But Gabriel found something very wrong during the trials, and cut them short. He quickly returned to his strike cruiser, and sent a coded signal out of the system. Within months of the signal, ships of the Inquisition and the Imperial Navy appeared over Cyrene, executing an Exterminatus bombarding it for a week straight until nothing on the planet remained alive. All records of the incident, and Gabriel's message to the Inquisition, have been sealed, but Gabriel himself carries the guilt of his actions with him to this day, particularly during the battles on the planet Tartarus.

It was on Tartarus that Gabriel was to undergo the true tests of his limits, as he had to both stall an unstoppable Ork invasion long enough to evacuate the planet, while simultaneously seeking out and eradicating the Chaos Alpha

Legion forces on the planet, led by Lord Bale and Sindri Myr. The Chaos forces were searching for an ancient artefact called the Maledictum, and the sorcerer Sindri managed to corrupt the chapter Librarian Isador Akios into betraying the Blood Ravens. Gabriel, haunted by his guilty conscience, nonetheless executed Isador for heresy and went on to lead the Blood Ravens against Chaos. He slew Lord Bale in a duel and eventually helped defeat Sindri when he used the Maledictum to become a Daemon Prince. However, Gabriel destroyed the Maledictum after the battle, thinking to eradicate the Chaos threat, but instead released a great warp daemon from its prison, as foreseen by Farseer Macha who had aided in fighting the daemon. Farseer Macha had warned him not to destroy the Maledictum but he had proceeded to smash it with the God-Splitter. He escaped Tartarus before the ensuing warp storm trapped him there, and has vowed to defeat the new Chaos threat he himself unleashed.

Shortly after, he travelled to the world of Rahe's Paradise, where he attempts to conduct the Blood Trials. At first all seemed routine, but soon after the discovery of an ancient Eldar tablet, all hell broke loose. Eldar Rangers conducted multiple hit-and-run attacks focusing exclusively on the psykers of the chapter and the potential psykers among the Trial aspirants, and then Gabriel met with Farseer Macha once more. She revealed that they had killed the psykers to prevent the breaking of Lsantril's Shield; a device that gave the illusion of a large Eldar psychic presence on the planet. This prevented the awakening of the Necrons hidden under the surface of the planet, as they would slumber as long as they believed that their ancient foes dominated the galaxy still. All was not lost; however, until a space battle destroyed the Spirit Pool of the Dark Reaper aspect, the psychic scream of the lost souls shattered Lsantril's Shield and awakened the Necrons. Gabriel ordered the destruction of the planet, and left for the threatened planet of Lorn V with the surviving aspirants.

When he arrived at Lorn V, he made contact with the single Eldar survivor of the battle, Farseer Taldeer, who had been asking for him since teleporting to the Battle Barge *Litany of Fury*. Ignoring accusations of heresy levelled against him by Captain Ulantis of the Ninth Company, she convinced Angelos to allow her to take him and a small squad of Blood Ravens to a rip in the webway, made by the Librarian Rhamah during an attempt to reach the world of law, Arcadia, and find the last Blade of Vault, in order that it might be used to against the waking Necrons. On the planet, he was given the blade by the Eldar Harlequins following a battle with the Prodigal Sons of Ahriman and Ahriman himself; which he gave to Macha upon returning to Lorn V. With the last Blade of Vault, Macha destroyed the Necrons completely, but was not heard from or seen afterwards. Gabriel then continued his command of Captain of the Watch. Gabriel seems to have a mysterious bond with the Eldar of Biel-Tan, particularly that of Farseer Macha. Despite the condemnation and even threats from his fellow commanders, the Inquisition, Adepta Sororitas, and even from his own friend Isador Akios (before the Tartarus campaign), Gabriel was stubborn in his attempts to assist the Eldar and Macha. The Harlequins of Arcadia referred to him as "Gabriel of the Hidden Heart," and that he was seen as a symbol of hope for the Eldar in the form of a human.

Gabriel Angelos is an enigmatic leader, with what many in the chapter, and whom have served with him believe is considerable untapped psychic potential. He already has the heir of Chapter Master designate, though the apparent disregard for the counsel of others may be viewed with suspicion. In either case,

Captain Gabriel Angelos is regarded by many in the Chapter as the most Powerful of the Blood Ravens.

Wargear:

God-Splitter: A gift to the Chapter and Gabriel Angelos specifically for the inquisition during the Tartarus Campaign. This Mighty weapon has a small part of the essence of the Ordo Malleus trapped within it; it erupts into life when in battle against the forces of the daemonic realm.

Counts as a Master Crafted Thunder Hammer. In addition, it allows the bearer to strike at his normal initiative (rather than at 11) against any unit from Codex: Daemons, against any model wielding a daemonic weapon and against summoned Greater & Lesser daemons from Codex: Chaos Space Marines.

Raven Mantle: A chapter relic from a captain of the 3rd company long since passed. It provides the wearer with an almost supernatural defence against enemy attacks.

This item confers a 3+ invulnerable save.

Special Rules

My foe shall fall! : Such is the determination of Angelos to destroy his enemies he will go out of his way to hunt down one particular commander or leader of an army. He believes that by cutting the head off the army, the rest of it will fall with ease.

At the start of the game, after deployment but before the first turn nominate one enemy HQ unit, Angelos may re-roll all to hit and to wound rolls against that unit for the entire game.

Captain Davian Thule

Captain Thule commanded the Kronus campaign and personally planted the bomb which ended the Necron threat to the planet at the Plateau of Thur'Abis. He is regarded with awe by all those who serve under him, and his energy, fighting spirit and precision are legendary amongst the chapter's battle brothers.

He has been known to adopt unusual equipment during protracted campaigns,

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Davian Thule restored as a dreadnought after his fight with a Tyranid warrior Prime.

but this eccentricity combined with the example of his personal leadership and achievements command respect. He also has a reputation for only committing the Blood Ravens to battle in the correct circumstances, or when no other option is available. An emerging legend to the chapter, his authority is supervised only by that of Gabriel Angelos when commanding Blood Ravens in battle.

During the Aureila campaign however, Davian Thule was incapacitated by a Tyranid Prime warrior. After the original strike force had obtained a pure sample of the Tyranid bio-toxin, Thule was restored to the battle field as a mighty dreadnought so he could continue to crush the enemies of the imperium. A living relic and a mere shadow of his former self he is protected as much as the Blood Ravens protect their knowledge so that no more of their history may be lost.

Special Rules:

Rights of Battle: Such is the leadership and inspiration that Captain Thule provides; all whom serve under him will gladly give their lives in his cause; for they know it will be both worthy and necessary.

All units in a Blood Raven army use his leadership (of 10) for ALL leadership based tests while he is on the table.

Wargear:

Azariah's Vengeance: This Assault Cannon has been consecrated by the Chapters Librarium. It is said that some small part of the knowledge of the Great Father flows through it; guiding its bolts and imbuing them with his fervour.

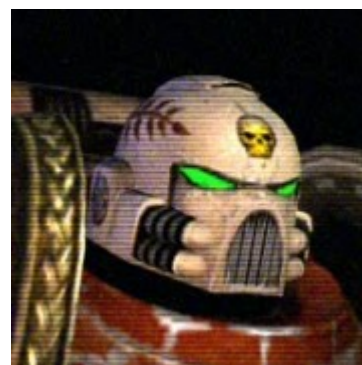
Counts as an Assault cannon that may fire in one of 2 modes each turn:

Range	Strength	AP	Type
24''	5	3	Heavy 6
36''	6	2	Heavy 4

Captain Apollo Diomedes

Apollo Diomedes is the Captain of the Blood Ravens Honour Guard. Previously, he commanded the First Company for almost two centuries.

Diomedes' most famous victory came on the ravaged penal world of Obscurus. On the same day, he and his brothers defeated the Ork Warboss Manstompa Megakilla and the Chaos Sorcerer Anuphans the Cruel. After that victory Diomedes was elevated to the command of the Chapter Master's own honour guard,



becoming Azariah Kyras' most public agent among the Chapter's far-flung battle brothers.

Although not corrupted himself, he, acting under orders from Azariah Kyras, aided the heretical Apothecary Galan in opposing the efforts of an unnamed Force Commander, who had been declared a renegade, to destroy Galan's Stronghold. What happened to him after Galan's Stronghold fell is unknown. Some reports suggest that upon the stronghold's destruction, he was executed by the Commander's Devastator Marine Sergeant, Brother Avitus, for indirectly aiding the Black Legion. Other reports suggest that he was spared, and that having been made aware of the corruption around him, joined Gabriel's crusade against the 'rot in the chapter' after Ulkair's banishment on Aurelia.

Special Rules

To The Depths Of The Warp If I Must! : When pursuing a unit from combat, Apollo Diomedes rolls an extra D6.

The Will of the Chapter: Diomedes is given his orders by Chapter Master Kyras and answers to no one else. Such is his resolve to follow the orders of the chapter master he will stop at nothing to execute them.

When deep striking, Apollo Diomedes and the unit he is with will not scatter.

Wargear

Fists of the first company: These are a pair of mastercrafted lightning claws that always wound on 4+ regardless of the opponents toughness, unless he can wound on a better role with his normal strength.

Archarius Ravenholm: High Father Librarian

The Blood Ravens are run by a secret council of Captains, Librarians and Chaplains that are only known to each other. The public face of the Chapter though is High Father Ravenholm. A man who served as head of the arcana battle group he is well aware of the dangers of the warp and what it can do to people's minds. As such he focus a great deal on training the new librarians against the perils of the warp which seems to be working as the last century saw the fewest number of failing aspirants being sent to the tower that any of the most venerable dreadnaughts can recall.

Being one of the most potent psykers in the Imperium he wields the power of the warp at levels only seen by the great Mepheston and Tigerus and some even dear to whisper that his power is greatest of all living librarians. Though many scoff at the idea, those that have seen him on the battlefield may feel that these claims are not exaggerated.

Special Rules

Master Psyker: Few can rival Ravenholm's knowledge of the psychic arts and as such he knows all the librarian powers and has a psychic mastery level of 3.

Gathering Intelligence: Ravenholm's mind is such that there are few that can resist his probing especially in the heat of battle and most find it distracting feeling such a powerful mind probing their thoughts. With this Ravenholm gains an idea of what his attack is about to do before they strike and is able to defend himself.

*Ravenholm and any unit he is with have the **Counter-attack** special rule and models that attack him or his unit suffer -1 to hit and must reroll successful hits. Models that have saves against psychic powers ignore this trait.*

Their souls will remain pure: As the Father librarian, Ravenholm knows the long and dangerous road to becoming a librarian and trained many of the most powerful Librarians in the chapter as such all friendly librarians on the field gain 5+ (4+ if wearing terminator armour) save when suffering from a perils of the warp attack and father librarians gain a 4+ (3+ if wearing terminator armour) save against perils of the warp.

Wargear:

Vidya Blade: This legendary blade was once said to be wielded by the great father himself as such it *counts as a master crafted force axe*

Helm of Warding: Legend has it that the young Blood Ravens chapter fought side by side with the Eldar on a forgotten planet against the forces of chaos. The Eldar were both impressed and unnerved by the power of the Blood Ravens Librarians and felt that if one was ever to fall to chaos then it would be a dark day for everyone as such the farseer of the Eldar had crafted a ghosthelm to protect the most powerful psyker from the creatures of the warp.

If Ravenholm suffers a perils of the warp attack, all its effects are ignored

Father Librarian Michael Donel: The Angel of War

Father Donel was born on the world of Rahe's Paradise to a pious but brutal tribe on the western fringes. He participated in the second to last Blood Trials of Rahe's Paradise before Brother Captain Angelos ordered the exterminates because of the necron infestation below the planet.

Donel was known for being a brutal uncompromising fighter but also a person that was diligent to his praises of the Emperor and the great father. Were his psychic talents were not discovered it could have been that Donel would have been a Chaplain instead. After his scout training was done Donel was inducted into the Librarium and was apprenticed to none other than Ravenholm himself. It was during a demonic incursion on Peltestua and fighting alongside the Ordo Malleus and the Grey Knights that his hatred and force of will against the forces of chaos that the Ordo Malleus offered Donel specialist training to fight the eternal enemy making him only the 84th librarian to have specialist training in dealing with demons by the Ordo Malleus.

What happened for the 25 years that he trained with the Ordo Malleus no one knows and he will not speak of it, but his return was legendary for the 2nd and 6th companies of the Blood Ravens were fighting at the battle scared plains of Kershnecc and were in danger of being overrun when a ship entered orbit and launched a drop pod, but the drop pod was damaged on its decent and ended up landing in the heart of the demonic horde. It was said that a beam of silver light was unleashed from where the drop pod crash and the Daemons began to recoil from the site in horror and some burst into flame and went back to the warp. With this sudden distraction the Blood Ravens launched a devastating counter attack and pushed the demons back. To their amazement they saw that the crash site held 3 grey knights and Brother Donel their presence an athema to the daemons.

After rejoining his brothers he was inducted into the Demonia battle squad and has unrelentingly hunted daemons for the past 200 years. Apparently his name is screamed as a curse in the warp.

Special Rules

Radiant Aura: Donel's psychic aura has been changed by the ordo malleus and is now difficult for daemons to keep hold of their physical presence on the material realm.

All daemons within 12" of are no longer fearless.

Daemonslayer: Father Donel's hatred for Daemons is legendary.

*He gains the **Furious Charge** trait when facing Chaos Space Marines or Chaos Daemon Armies.*

Pysker powers: As a Father Librarian, Donel can choose three psychic powers to take into battle, one of these has to be Angelic wings and can either pick a power from the Librarian powers or roll for a unique power from the list below. (If these powers are chosen he may re-roll any failed attempts to cast them, however, if he suffers a perils of the warp attack from the first result he must pass his invulnerable save if he wishes to attempt the power again, this re-roll does not count towards the number of powers he can use a turn.) He has a psychic mastery level of 3.

Angelic wings: When this power is called upon a pair of wings composed of the purist light spread from the librarian's shoulders and allows him to fly across the battle field and unleash his fury upon his enemies. *The Librarian now acts as jump infantry and can still assault no matter what actions he has taken in the previous phases or previous opponents turn.*

Dice roll	Power
1- 2	Banish: This ability is used at the start of the combat phase. Donel screams the rites of exorcism causing all Daemons within a base contact to roll a D6 and add it to their leadership, if Donel rolls a higher result then the daemons are removed from play, with no saves of any kind allowed.
3- 4	Fury: Donel's fury can be so great that it manifests itself into a blinding halo. At the start of the assault round all enemy units that are in contact with Donel suffer -2 WS and Daemons suffer another -1 LD till the end of the round
5-6	And They Shall live on: This ability is cast at the beginning of the movement phase. All friendly units within 6" of Donel gain Feel No Pain and Eternal Warrior traits until the controlling players next turn.

Wargear:

Deamonsbane: A powerful weapon that is rightly feared by the denizens of the warp. *It is a mastercrafted force sword which causes wounds to daemons on +2 and gives Donel +1 S (already included in profile)*

Father Librarian Xavier Nilrem: Master of the Arcania, Keeper of the Wards

Father Nilrem was born to the Hive nobles of Crathia's world and was known for having a prodigious thirst for knowledge. It was lucky then that he was able to be inducted into the Blood Ravens the most scholarly of all the Space Marines. Fate also smiled to discover that he had a flicker of the warp in his soul which was discovered when he was able to hit his target with his sniper rifle even when he couldn't see his target.

Nilrem was known for being a behind the scenes librarian and was highly skilled at coordinating battles from bases deep behind enemy lines and deciding on where to launch offenses and artillery strikes, but Nilrem was no coward we would be willing to enter battle but preferred to duel with pistols rather than swords as he felt it was far more civilized.

Nilrem was soon inducted into the Arcania battle squad and soon learnt the terrible truths of sorcery and continues to help and advise the High Father when he is able to.

Special Rules:

Spell Slinger: *When rolling to hit using a psychic shooting attack Nilrem's BS rises to 6*

Warded Mind: Nilrem has faced many powerful pyskers over his long life and has developed powerful wards in his mind to defend against their foul sorcery. *Nilrem has a 4+ invulnerable save when being attacked by psychic powers.*

Psyker Powers: Being a father librarian may learn up to 3 psychic powers but still only use 2 per turn. Nilrem can either pick from the Space Marines Librarian powers list or my roll a D6 to choose the powers below if you already roll a power you already have then reroll until you have a new power and has a physic mastery level of 3.

D	Power
6	
1	Enemy Unseen: Nilrem reaches out with his mind and prevents the enemy from shooting. Nilrem Picks a unit or a vehicle within 24" and each player rolls D6 to their leadership score (Vehicles count as having LD10) if Nilrem succeeds then that unit or vehicle cannot shoot for next turn, if the enemy has a higher score then he only suffers -1BS for that round

2	Searing Light : Nilrem focus's his will into the Staff of the Great Father and unleashes it as a single beam of light with the following profile: Range: Strength: AP: 2 Heavy 1, Lance 24" 6
3	The Emperor Protects: Nilrem opens his mind to the warp and conjures a psychic mist to help hide his comrades all friendly units within 8" of Nilrem gain a +5 cover save. Units already in cover receive +1 to their cover saves.
4	They Shall Pay For Every Step: All enemy models within 24" move as though they were going through difficult and dangerous terrain, vehicles count as moving through dangerous terrain.
5	Call down the Emperors Wrath: Nilrem speaks ancient words of power and strikes random enemy units that are 18" from Nilrem with the following shooting profile: Range: Strength: AP: D3 Assault D6 18" D6+2
6	Heroes of old: When the enemy is close Nilrem helps push his allies' bodies and courage so that they fight like the heroes of the ancient tales. All friendly units within 6" of Nilrem gain the Fearless trait and gain +1S and +1T until the end of the round

Wargear:

Warp breaker: With their ancient brotherhood to the Grey Knights and the Ordo Malleus the Blood Ravens gain access to powerful tools to battle the forces of chaos and example of this is the ancient storm bolter Warp Breaker that was apparently forged for one of the Wolf Lords when they were sent to attack Prospero and fell in battle and ended up in the hand of the Custodian Guard who gave it to the Inquisition.

Warp Breaker is a beautiful stormbolter which fires special psybolts that ignore invulnerable saves.

Staff of the Great Father: This powerful force weapon protects the user from extended periods of time draining power from the warp.

Nilrem can use an extra psychic power per turn. This can be an extra shooting power. It is also a force stave.

Librarian Titus Cain: The Wanderer, the Outcast, the Secret Keeper

Little can be agreed on when it comes to when it comes to Titus Cain. Some say that he takes orders from a higher power, others just think that he that there is a streak of Fenris about him, but what they can agree on is that not since the Great Father Azariah Vidya has there been a Librarian as skilled as Titus Cain.

His origins are unknown but what is known about his early life is that he was chartist's ship *Fortunes Hand* when it was attacked by Orks and it was there that he showed some connection to the warp. The ship was rescued by a Blackship fleet that was nearby and was taken upon the dread vessel. After surviving sanctioning he was taken to Terra to the Scholastia Psykana for training. It was here that he was selected by Father Librarian Archarius Ravenholm along with several others to undergo the blood trails for entry into the chapter.

He passed the blood trails and was inducted into the 10th company where he went onto perform such deeds and the assassination of Farseer Kelarus, breaking the siege shield of Benator III and the destruction of the orbital city at Kestarium that crippled a Chaos fleet. When his pysker powers were strong enough Titus was inducted into the chapter library. If there is one flaw with Titus then it is that he has a stubborn streak and an inability to follow orders. These are usually orders that would have resulted in needless death as Titus through his centuries of war has come to respect and treasure life where he can, but this clashing with his commanders has meant that he has had to go on more than one penitence quest but he has seen more of humanity than any other space marine in memory.

But though he is rebellious when on the battlefield Titus unleashes his will upon the enemy, there are none that don't welcome his presence, apart from the enemy.

Special Rules:

Master Pysker: Titus has truly incredible wells of power and his travels amongst the stars means that he has gained access to vast a vast array of knowledge and experience.

Titus knows all the librarian powers.

Fortress of Will: If Titus is known for one skill it is his innate ability to unleash his will as a protective barrier for himself and his colleagues. Over the years Titus has learnt to control it so well that it is second nature to him and has strength comparable to a storm shield.

Titus has a 3+ invulnerable save and when casting the force dome power unit he's attached to have a 4+ invulnerable save.

Outcast: Titus is known for being a bit of a free spirit, which worries his brothers as they feel that he is very close to becoming a pawn to the powers of chaos.

Titus's influence causes all friendly models within 6" to suffer -1 LD. He also cannot join a unit that is corrupted

Battle Scholar: As a Librarian of the Blood Ravens Titus has studied long and hard in understanding his foes, but his specialty lies in the ways of the Eldar and the Tau.

When battling against Eldar or Tau, Titus gains the preferred enemy universal special rule.

Duellist: Titus has a long history of being able to deal with enemy commanders or heroes.

Titus must issue and accept any and all challenges during combat.

Wargear

The Last Song: Inside the Sanctum Aracanium of the Ordo Psykana lies the Psykana Armourium where a range of force weapons lie. Some of these were taken from Eldar heroes while some were given by the Eldar as gifts, the last song is one such weapon. It is a force spear that was the last weapon to be crafted by the legendary bone singer Chal Tel'athewea which held within it the most potent runes known to the Eldar.

Counts as a force sword. In the turn in which Titus charges he is counted as being at +1 strength and Ap 2.

Upgrade Characters:

Thaddeus: May be purchased as an upgrade for an Assault Squad, Vangaurd Veteran Squad or Terminator assault squad

Recently promoted to Sergeant, Thaddeus has made a name for himself battling the feral Orks of Calderis and Typhon. Brash and idealistic, he leads his Assault Marines with undisguised enthusiasm. Thaddeus is a brawler at heart and enjoys jumping into a fight with an enemy that has taken cover.

Cover means nothing when an Assault Marine drops in beside you. A native of Meridian, Thaddeus was an under city gang leader when Davian Thule himself recruited him to become a Blood Raven.



Special Rules:

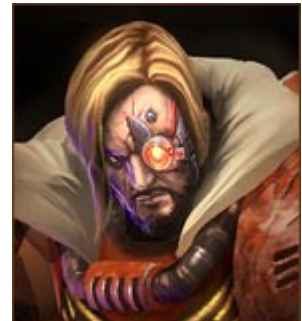
Enthusiastic Leader: Thaddeus's past as gang leader on Meridian, while long since passed, has left him with a rather gung-ho fighting spirit. This is often a source of irritation to his more experienced fellow veteran. That being said the effectiveness of the squads under his command cannot be denied.

Thaddeus confers the Furious Charge special rule on to squad he commands (including himself). This does not affect independent characters joining the unit. He cannot however, use the leadership of any independent character that may join the unit he commands.

Death from the skies: Thaddeus enjoys the thrill of battle most when he can swoop down or teleport right into the heart of the battle.
He and the unit he commands have the heroic intervention special rule. This still applies if the unit is joined by an independent character.

Cyrus: May be purchased as an upgrade for a Scout Squad

A veteran with a fearsome reputation, Cyrus has chosen to dedicate himself to training the initiates who serve as Blood Raven Scouts, honing them into full-fledged Space Marines. Cyrus favours subtle and unconventional tactics which are not always popular with his fellow Space Marines, but are essential to a Scout.



Few might admit the need for his cloak and dagger tactics, but they have brought victory in countless battles - most notably during the Genestealer outbreak on Victoria Primus. Cyrus takes a quiet pride in training young recruits, doing his best to downplay glory-seeking, and to impart the skills and mental toughness elite warriors need to survive in a hostile galaxy.

Cyrus leads a lightly armoured squad of Scouts and relies on stealth to gather intelligence. His squad can inflict massive damage with surprise attacks or at range, able to wield a number of weapons such as Sniper Rifles and explosives that pack a quick punch.

Cyrus is a man of few words even amongst those of his Chapter. They know him as an invisible killer and a relentless hunter, and that is enough.

Special Rules:

Unconventional Tactics: The methods of warfare are not always set in stone. Cyrus sets much stall by the opportunities available by the carrying of great quantities and variety of equipment. This he insists on when training those under his command.

All models in a scout squad commanded by Cyrus always carry a combat blade in addition to other wargear.

Element of Surprise: Cyrus is always quick to adopt new and innovative approaches to warfare. The Land Speeder Storm, while relatively untested in the Blood Raven forces, has already gained a staunch admirer.

A squad commanded by Cyrus may select a Land Speeder Storm as a Dedicated Transport.

Wargear:

Deathwatch ammo:

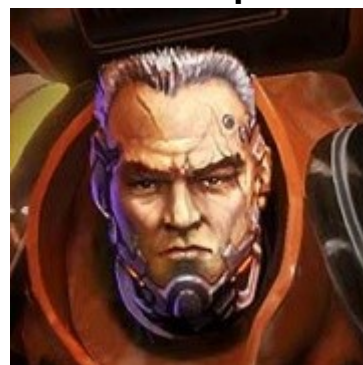
During his time serving with the Deathwatch, he won the admiration of the Ordo Xenos. The very ideas that had seen him unfavoured by his own chapter had resulted in his preferential treatment. He was heavily involved in the development of new weapons and tactics to combat the alien threat faced by the Imperium. To this end, he now carries experimental ammunition as field tests for the Ordo Xenos.

After deployment Cyrus must chose 1 weapon from the table below, he may opt to fire it these modes instead of the standard firing mode. These are weapon specific and apply only when equipped with such a weapon (and only for Cyrus).

Weapon	Range	Strength	AP	Type
Bolt pistol	12''	-	5	Poisoned (2+), Pistol
Shotgun	12''	4	-	Assault 2, Blast
Bolter	24''	4	5	Rapid Fire, Rending, Pinning
Sniper rifle	36''	X	1	Heavy 1, Sniper

Avitus: May be purchased as an upgrade for a Devastator Squad

Avitus greatest weapon is his unmatched hatred for the enemy. He served with Davian Thule during the Dark Crusade, distinguishing himself during the assault against the treasonous Imperial Guard forces in Victory Bay. Many of his squad mates did not survive the fighting; something that forever changed Avitus and prompted vicious retribution. To this day, he sees Guardsmen as traitors and weaklings. Since Victory Bay, Avitus and his squad have wielded their weapons with a new fury. Rarely do they leave any survivors in their wake.



Special Rules:

Unyielding Determination: Such as anger that overtakes Avitus in battle, he is able to wield the mightiest of weapons with ease. Those under his command cannot fail to be affected by such sheer force of aggression.

Avitus and the squad under his command have the relentless rule.

Utter Contempt: Due to his past when dealing with the Imperial Guard, Avitus sees them only as heretical cowards and he gains a burning hatred to see them destroyed.

When faced against an Imperial Guard army Avitus BS is increased to 6.

Focus Fire!: Such is Avitus' concentration when he is engaged in battle for prolonged periods of time that he will focus on an enemy unit until it is completely destroyed.

If Avitus continues to fire at the same unit (including vehicles and monstrous creatures) as he did in the previous turn his BS will increase by one (to a maximum of 10) each turn until that unit is destroyed.

Tarkus: May be purchased as an upgrade for a Tactical Squad, Sterngurad squad or a Terminator squad

Tarkus is a veteran of centuries of campaigning, and is renowned for his calm under fire. He leads his Tactical Marines into combat with confidence and a steely demeanour. Rarely angered by anything, Tarkus is a rock-solid second-in-command and an expert tactician.



Tarkus earned Terminator Honours during the assault on the Catacombs of Kronus, fighting alongside Davian Thule against the dreaded Necrons. He and his squad repelled wave after wave of the robotic horrors while Captain Thule planted the explosive which would end the Necron threat to the planet.

Special Rules:

Experienced Tactician:

The experience of Tarkus can rival that of some of the Captain of the Blood Ravens; indeed he is thought to be the next Captain-in-waiting. In addition, the tactical understanding that such experience has given him, combined with a

natural affinity for such matters and an unworried disposition, make him master of squad tactics on the battle field.

A squad commanded by Tarkus may choose to pass or fail any leadership based test. This applies even if an independent character has joined the squad.

Standard Forces:

Librarian Aspirants Squad:

Special Rules:

Latent Pysker Squad: As aspiring members of the chapter's librarium, they are banded together under the gaze of an experienced Librarian. In battle, they can unleash this Psychic potential under their master's watchful eye.

The entire squad count as latent pyskers, and follow that special rule. Note that it will affect all members of the squad in the same turn and may still only be declared once. If a Perils of the Warp attack is rolled (even after a re-roll if appropriate) then every model in the squad must take armour save or take a wound.

Guidance and Tutelage: When serving in battle, individual aspirants will be invited by the librarian to attempt to use a psychic power in the manner in which they have been schooled. The librarian will concentrate his efforts on aiding the aspirant and on protecting him from the Warp.

The Librarian in the squad may cast a psychic power from any model in the squad for the purposes of Line of Sight. In addition, the psychic test may be re-rolled, the second result stands. If a 'Perils of the Warp' attack is rolled as the result of a psychic power, then one aspirant is immediately removed from play. Other librarians may not join this squad.

The Collective Mind: Though they do not possess the power of a fully stated librarian, the collective power of a group of psychic talents has the ability to match that of a low rank librarian. In battle they can unleash this collective force of their minds just as a librarian would.

The aspirants in the unit may choose 1 psychic power from Codex: Blood Raven psychic powers that is not the secret order of psykana. As long as there are 5 or more aspirant models in the unit this power can be used once per turn but not in the same turn as the latent pysker ability power is used.

Librarian Dreadnought:

Special Rules:

Psychic resonance: The librarian entombed within the sarcophagus of the mighty dreadnought can use his power to integrate directly with the machines systems in a way that is not possible for non-psychic warriors.

The dreadnought ignores Crew Shake and Crew stunned results.

Unrivalled knowledge: The librarian is able to integrate directly with the tactical data networks and communication channels in which the Chapters vehicles operate. The librarian can use this in conjunction with a psychic link to other Librarians and Blood Ravens to aid them in reinforcement and positioning. *While a Librarian Dreadnought is on the table, the Blood Raven player may re-roll one reserve roll per turn. In addition, any Blood Raven unit which Deep-strikes to an area with direct Line of Sight to a Librarian Dreadnought may re-roll the scatter and distance dice. The second result stands.*

Remnant Pysker: Some remnant of the psychic power that once resided with the librarian remains within the armoured sarcophagus. While diminished, it is still a force to be reckoned with.

A Librarian Dreadnought is an epistolary pysker with LD value of 10.

HQ:

Chapter Master and Chief Librarian Azaria Kyras

300 pts

WS	BS	S	T	W	I	A	Ld	Sv
7	6	5	5	4	5	4	10	2+/5 +

Unit Composition:

- 1 Kyras (unique)

Unit Type:

- Infantry

Wargear:

- Terminator Armour
- Mercurial Helm
- Raven Familiar
- Minerva
- Psychic hood

Special Rules:

- And They Shall Know no Fear
- Independent Character
- Master Pysker
- Foresight
- Taint unknown
- Orbital Bombardment
- Eternal Warrior

Captain Gabriel Angelos

190 pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	2+/3 +

Unit Composition:

- 1 Captain Gabriel Angelos (unique)

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Bolt pistol
- Frag & krak grenades
- Raven Mantle
- God-Splitter

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Independent Character
- Eternal Warrior
- Latent Pysker
- Fearless
- My foe shall fall!

Captain Davian Thule

250 pts

-----Armour-----							
WS	BS	S	F	S	R	I	A
6	5	6	13	12	10	4	3

Unit Composition:

- 1 Captain Davian Thule (unique)

Unit Type:

- Walker

Wargear:

- Iron Halo
- Azariah's Vengeance
- Dreadnought close combat weapon (with built in melta gun)
- Smoke Launchers

Special Rules:

- In the name of the unknown primarch
- Rights of Battle
- Venerable

Archarius Ravenholm:

230pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	4	3	10	2+/4 +

Unit Composition:

- 1 **Archarius** (unique)

Unit Type:

- Infantry

Wargear:

- Terminator Armour
- Storm Bolter
- Frag & krak grenades
- Iron Halo
- Helm of Warding
- Vidyas Blade

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Independent Character
- Master Pysker
- Gathering Intelligence
- Their Souls shall remain pure

Father Librarian Michael Donel:**190pts**

WS	BS	S	T	W	I	A	Ld	Sv
5	4	5	4	3	4	3	10	2+/5+

Unit Composition:

- 1 Father Michael Donel (unique)

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Storm Bolter
- Frag & krak grenades
- Daemonsbane
- Psychic Hood

Special Rules:

- And They Shall Know no Fear
- Combat Tactics
- Independent Character
- Pysker
- Radiant Aura
- Demon Slayer
- Father Librarian
- The Secret Order Psyaka
- Knowledge

If an army includes Father Librarian Michael Donel then librarian aspirant squads are counted as troops for all

Father Librarian Xavier Nilrem:**190pts**

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	3	4	3	10	2+

Unit Composition:

- 1 Father Xavier Nilrem(unique)

Unit Type:

- Infantry

Wargear:

- Artificer Armour
- Warp Breaker
- Frag & krak grenades
- Staff of the Great Father
- Psychic Hood

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Independent Character
- Pysker
- Warded mind
- Spell Slinger
- Father Librarian

If an army includes Father Librarian Xavier Nilrem then librarian aspirant squads are counted as troops for all

By George Neale

- The Secret Order
Psykana

Librarian Titus Cain: 210pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	5	3	10	2+/5 +

Unit Composition:

- 1 Titus Cain(unique)

Unit Type:

- Infantry

Wargear:

- Artificer Armour
- Bolt Pistol
- Frag & krak grenades
- The Last Song
- Psychic Hood

Options

Battle Scholar
+10pts

Special Rules:

- And They Shall Know no Fear
- Combat Tactics
- Independent Character
- Master Pysker
- Fortress of Will
- Outcast
- Duellist

Captain Apollo Diomedees 195pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	2+/4 +

Unit Composition:

- 1 Apollo Diomedees
(unique)

Unit Type:

- Jump Infantry

Wargear:

- Iron Halo
- Fists of the First Company
- Artificer Armour
- Frag & krak grenades
- Jump Pack

Special Rules:

- In the name of the unknown primarch
- And they shall know no fear
- Independent character
- The will of the chapter
- To the depths of the warp if I must!

Captain:

100pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	3+

Unit

Composition:

- 1 Captain

Unit Type:

- Infantry

Wargear:

- Power armour
- Chainsword
- Bolt pistol

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch
- Independent character

Options:

- Replace bolt pistol and/or Chainsword with A boltgun free
 - A storm bolter +3
 - pts
 - A combi-flamer - melta or -plasma +10
 - Replace power armour with artificer armour +15
 - pts
 - Take melta bombs +5
 - pts
 - Take digital weapons +10
 - pts
 - Take hellfire rounds +10
 - pts
 - Take auxiliary grenade launcher +15
 - pts
 - Replace standard equipment with terminator armour with storm bolter and power sword
 - Replace terminator armour's power sword with:
 - Lightning claw +10
 - pts
 - Power fist or storm shield +10 pts
 - Raven hammer +25
 - pts
- If terminator armour is not chosen, may have one of the following
- Jump pack +25 pts
 - Space marine bike +35 pts

Command Squad

115 pts

You may take one command squad for every Captain in your army (including Captain Apollo Diomedes and Captain Gabriel Angelos). This does not count towards your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Company Champion	5	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 4 Veterans
- 1 Apothecary

Unit Type:

- Infantry

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch

Dedicated Transport:

- May select a Drop pod, Rhino or razorback

Unit Options:

One veteran may carry the company standard +15 pts

One Veteran may be upgraded to a company champion with a power weapon and combat shield +15 pts

Model options:

- Any veteran may replace his Chainsword and/or bolt pistol with:

Weapon Options:

- Power fist
- Chainfist
- Bolt pistol
- Frag grenades
- Apothecary's mace

- A stormbolter
- a flamer
- a Meltagun
- a combi-flamer, -melta, -plasma
- a plasmagun, power sword or lighting claw
- a power fist
- a thunder hammer

- Any veteran may replace his bolt pistol with:

- A plasma pistol

- Any veteran may have the following

- Melta bombs
- a storm shield

- If the unit is chosen with Apollo Diomedes or a captain with a jump pack then the entire unit must have jump packs for 50pts

Corrupt Command Squad

130 pts

You may take one corrupt command squad for every corrupt Captain in your army. This does not count towards your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Company Champion	5	4	4	4	1	4	3	8	3+
Apothecary	4	4	4	4	1	4	2	8	3+
Veteran	4	4	4	4	1	4	2	8	3+

Unit

Composition:

- 4 Veterans
- 1 Apothecary

Unit Type:

- Infantry

Special Rules:

- And they shall know no fear

Wargear:

- Power armour
- Chainsword
- Bolt pistol
- Frag and Krak grenades
- Apothecary also has a narthecium

Dedicated Transport:

- May select a Drop pod, Rhino or razorback

Unit Options:

- One Veteran may be upgraded to a company champion with a power weapon and combat shield +15 pts
- The entire squad may ride Space Marine Bikes +10 pts

Model options:

- Any veteran may replace his Chainsword and/or bolt pistol with:
 - A stormbolter
 - a flamer
 - a Meltagun
 - a combi-flamer, -melta, -plasma
 - a plasmagun, power sword or lighting claw
 - a power fist
 - a thunder hammer
- Any veteran may replace his bolt pistol with:
 - A plasma pistol
- Any veteran may have the following
 - Melta bombs
 - a storm shield
- If the unit is chosen with a captain with a jump pack then the entire unit must have jump packs for 50pts

Corrupt Honour Guard Squad 115

	WS	BS	S	T	W	I	A	Ld	Sv
Chapter Champion	5	4	4	4	1	4	3	8	2+/3+
Honour Guard	4	4	4	4	1	4	2	8	2+/3+

Unit

Composition:

- 1 Chapter champion
- 2 Honour guards

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Power weapon
- Storm shield

Special Rules:

- And they shall know no fear
- Combat Tactics
- Honour or death (champion only)

Dedicated

transport:

- May select a land raider of any variant.

Options:

- May include up to seven additional honour guards 35pts per model
- The chapter champion may replace his power weapon with a Raven hammer 20pts
- The chapter champion may take digital lasers 10pts
- One honour guard may carry the Chapter Banner 25pts
- Any model may replace their power weapon and/or storm

Options:

Upgrade to an Epistolary

30pts

Upgrade to a Father Librarian

50pts

Replace boltgun with:

- A storm bolter
- A combi-flamer, -melta, -plasma
- A plasma pistol

3pts

5pts

15pts

- May replace artificer armour, bolt pistol, frag and krak grenades for terminator armour and:

- No additional weapon

25pts

- A storm bolter

30pts

- A combi-flamer, -melta, -plasma

35pts

- A storm shield

40pts

Librarian: 100pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	-2	4	2	10	2+

Unit

Psychic Powers:

A librarian has any two of the following powers:

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- If terminator armour is not chosen, may have one of the following

- Jump pack

25pts

- Space marine bike

35pts

- May become corrupt

20pts

- May be part of the secret order of psykana

100pts

- | WS | BS | S | T | W | A | Ld | Sv |
|----|----|---|---|---|---|----|----|
| 5 | 4 | 4 | 4 | 2 | 2 | 10 | 3+ |

3pts

35pts

5pts

Troops:

- One Tactical Squad, Sternguard Veteran Squad or Terminator squad may upgrade the Sergeant to Veteran Sergeant Tarkus for +50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Tarkus	4	5	4	4	1	4	2	10	3+

Unit Type:

- Infantry (Unique)

Wargear:

- Power armour
- Frag & Krak Grenades
- Master Crafted Combi-melta
- Hellfire rounds
- Digital weapons
- Terminator armour only – power weapon

Options:

- May exchange bolt pistol for:
 - Plasma pistol.....+ 15 pts
 - Power weapon.....+ 15 pts
 - Power fist.....+ 25 pts
- May take:
 - Melta bombs.....+ 5 pts
 - Locator beacon.....+ 25 pts

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Experienced Tactician

Tactical Squad 90pts

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit

Composition:

- 4 space marines
- 1 space marine sergeant

Unit Type:

- Infantry

Options:

- May include up to five additional space marines 16pts per model
- If the squad numbers ten models, one space marine may replace his boltgun with one of the following:

- A flamer free
- A melta gun 5pts
- A plasma gun 10pts

Wargear:

- Power arm
- Boltgun or
- Frag and k grenades

- If the squad numbers ten models, one Space Marine may replace his boltgun with one of the following:

- A heavy bolter, multi-melta or a missile launcher free
- A plasma cannon 5pts
- A Lascannon 10pts

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch
- Combat squads

- The space marine sergeant may replace his boltgun and/or bolt pistol with:

- A Chainsword free
- A combi-melta, -flamer, -plasma 10pts
- A storm bolter 10pts
- A target designator 15pts
- A plasma pistol 15pts

Cyrus 50pts

	WS	BS	S	T	W	I	A	Ld	Sv
Cyrus	5	6	4	4	1	4	2	10	3+

Unit Type:

- Infantry (unique)

Wargear:

- Artificer grade scout armour
- Bolt Pistol
- Frag & Krak Grenades
- Bolter, Shotgun or Sniper Rifle
- Deathwatch ammo
- Melta bombs
- Target Designator
- Teleport Homer

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Infiltrate
- Scout
- Stealth
- Move through cover
- Unconventional tactics
- Element of surprise

Scout Squad 75pts

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	3	3	4	4	1	4	1	8	4+

Unit

Composition:

- 4 scouts
- 1 scout sergeant

Unit Type:

• Infantry

Wargear:

- Scout armour
- Boltgun or bolt pistol
- Frag and krak grenades

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch
- Combat squads
- Infiltrate
- Move through cover
- Scouts

Options:

- May include up to five additional scouts 13pts per model
- Any model may replace his boltgun with
 - A shotgun, combat blade or sniper rifle free
- On scout may replace his boltgun with a heavy bolter (with hellfire shells) or a missile launcher 10pts
- The scout sergeant may replace his boltgun and/or bolt pistol with
 - A combi-melta, -flamer, -plasma 10pts
 - A plasma pistol 15pts
 - A power weapon 15pts
 - A power fist 25pts
- The scout sergeant may take
 - Melta bombs 5pts
 - Teleport homer 15pts
 - Target designator 15pts
- The squad may have camo cloaks 3pts per

Rhino:

	B		Armou	
	S		r	
Rhin	4	11	11	10
o				

Unit

Composition:

- 1 rhino

Transport capacity

- Ten models

Special rules:

- Repair

Unit Type:

- Vehicle (tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Options:

- May take any of the following
 - A storm bolter 10pts
 - A hunter-killer missile 10pts
 - A dozer blade

Razorback:

	B	S	Armou	
Razorback	4	11	11	10

Unit

Composition:

- 1 razorback

Unit Type:

- Vehicle (tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport capacity

- Six models

Options:

- May take any of the following
 - A storm bolter
10pts
 - A hunter-killer missile
10pts
 - A dozer blade
5pts
 - Extra armour
15pts
- Replace twin-linked heavy bolter with:
 - Twin linked heavy flamer
25pts
 - Twin linked assault cannon
35pts

Drop Pod: 35pts

	B	S	Armou	
Drop pod	4	12	12	12

Unit

Composition:

- 1 drop pod

Unit Type:

- Vehicle (open-topped)

Transport capacity

- Twelve models, one dreadnought or one Thunderfire cannon.

Special rules

- Internal guidance system
- Immobile
- Drop pod assault

Wargear:

- Storm bolter

Options:

- Replace storm bolter with deathwind missile launcher
20pts
- Take a locator beacon

Unit Composition

- 1 Librarian
- 5 Aspirants

Unit Type:

- Infantry

Wargear:

- Power armour
- Artificer armour (librarian only)
- Bolt Pistol
- Frag & krak grenades
- Power weapon(aspirants only)
- Psychic Hood and Force weapon (librarian only)

Dedicated Transport:

- May take Drop Pod, Razorback or Rhino

Options

- Up to 4 extra aspirants 20pts per model
- Any Aspirant may exchange bolt pistol and/or Chainsword for:
 - Plasma pistol 15pts
 - Storm shield 15pts
 - Lightning Claw 15pts
 - Power fist 25pts
- Librarian may replace bolt pistol with:
 - Bolter Free
 - Combi-weapon 10pts
 - Plasma Pistol or Power Weapon 15pts
 - Storm Shield 15pts
- Librarian may take:
 - Melta bombs 5pts
 - Digital Weapons 10pts
 - Epistolary Upgrade 35pts
- Up to 3 Aspirants may exchange bolt pistol and/or Chainsword for:
 - Relic Blade 30pts
 - Thunder Hammer 30pts

The whole squad plus librarian may become corrupt

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Independent Character and Retinue
- Pysker (librarian only)
- Latent Pysker squad
- Guidance & Tutelage
- The Collective Mind

**Librarian Dreadnought
180pts**

	WS	RS	S	-----Armour-----				
				F	S	R	I	A
Librarian dreadnought	6	Wargear: • Assault Cannon • Force Weapon • Smoke Launchers • Search light • Psychic hood			Options: • Replace Storm bolter with Heavy Flamer 10pts • Replace Assault cannon with: - Multi-Melta, Twin-Linked Heavy Flamers or Plasma Cannon Free - An extra Dreadnought Close combat weapon (extra attack) 10pts - Twin-Linked Lascannon 30pts			
Unit Composition • 1 Librarian Dreadnought		Special Rules: • Psychic resonance • Un rivalled knowledge • Remnant Pysker • In the name of the unknown primarch			• May take farther librarian upgrade 35pts			
Unit Type: • Vehicle (walker)Neale								

Sternguard Squad: 125pts

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit

Composition:

- 4 veterans
- 1 space marine sergeant

Unit Type:

- Infantry

Options:

- May include up to five additional veterans 25pts per model
- The space marine sergeant may replace his bolt pistol and/or boltgun with:

- A Chainsword free
- A power weapon or lightning claw 15pts
- A plasma pistol 15pts
- A power fist 25pts

- The space marine sergeant may take
 - Melta bombs 5pts

- Any model may replace his boltgun with:
 - A storm bolter, combi-melta, -flamer, -plasma 5pts

- Two veterans may replace their boltguns with:
 - A flamer, Meltagun, heavy bolter, multi-melta or a missile launcher 5pts
 - A plasma gun, plasma cannon or heavy flamer 5pts

Wargear:

- Power armour
- Boltgun or bolt pistol
- Frag and krak grenades
- Special issue ammunition

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch
- Combat squads

Terminator Squad: 200pts

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator Sergeant	4	4	4	4	1	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+

- May include up to five additional terminators 40pts per model

- For every five models in the squad, one terminator may replace his stormbolter with one of the following options

- Heavy flamer 5pts
- Assault cannon 30pts
- Take a cyclone missile launcher (does not replace stormbolter) 30pts

- Any terminator may replace his power fist with a chainfist. 5pts per model

Unit

Composition:

- 4 terminators
- 1 terminator

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch
- Combat squads

Dedicated transport

- One terminator squad in the army may select a land raider of any type as a dedicated transport. This does not include corrupt honour guard squads.

Terminator Assault Squad: 200pts

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Sergeant									
Terminator	4	4	4	4	1	4	2	9	2+

Unit

Composition:

- 4 terminators
- 1 terminator sergeant

Unit Type:

Special Rules:

- And they shall know no fear
- In the name of the unknown primarch
- Combat squads

Options:

- May include up to five additional terminators 40pts per model
- Any model may replace his lightning claws with a thunder hammer and storm shield

Dedicated transport

- One terminator squad in the army may select a land raider of any type as a dedicated transport.

Ironclad Dreadnought: 135pts

	WS	BS	S	-----Armour-----				
Ironclad dreadnought	4	4	6	F	S	R	I	A
				13	13	10	4	2(3)

Unit

Composition

- 1 Ironclad dreadnought

Unit Type:

- Vehicle (walker)

Wargear:

- Seismic hammer (with built in Meltagun)
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight
- Extra armour

Special Rules:

Options:

- Replace Storm bolter with heavy flamer 10pts
- Replace melta gun with heavy famer 15pts
- Replace seismic hammer with chain fist free
- Replace dreadnought close combat weapon with hurricane bolter free
- Take up to two hunter killer missiles 10pts each
- Take ironclad assault launchers 15pts

Dreadnought: 105pts

	WS	BS	S
Dreadnought	4	4	6

Options:

- Replace Storm bolter with heavy flamer 10pts
- Replace multi-melta with:
 - Twin-linked flamer free
 - Twin-linked heavy bolter 5pts
 - Twin-linked autocannon 10pts
 - Plasma cannon 10pts
 - Assault cannon 10pts
 - Twin-linked lascannon 30pts
- Replace dreadnought close combat weapon with:
 - Twin-linked auto cannon 10pts
 - Missile launcher 15pts
- Take extra armour 15pts

Unit

Composition

- 1 Ironclad dreadnought

Unit Type:

- Vehicle (walker)

Wargear:

- Multi melta
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Search light

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Techmarine:

50pts

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	5	4	4	1	4	2	9	2+

Unit

Composition

- 1 techmarine

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Servo-arm
- Boltgun or bolt pistol
- Frag and krak grenades

Special rules:

- And they shall know no fear
- In the name of the unknown Primarch
- Independent character
- Blessing of the Omnissiah
- Bolster defences

Options:

- Upgrade servo-arm to servo harness 25pts
- Replace boltgun with
 - A storm bolter 3pts
 - A combi-flamer, -plasma or -melta 10pts
 - A plasma pistol 15pts
- Take either
 - A power weapon 15pts
 - A thunder hammer 20pts

Servitors

10pts

You may include one unit of servitors for every Techmarine or Master of the forge in your army.

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	5	4	4	1	4	2	9	2+

Unit

Composition

- 1 servitor

Unit Type:

- Infantry

Options:

- May include up to four additional servitors 15pts per model
- Up to two servitors may replace their servo arm with:
 - A heavy bolter 20pts
 - A multi-melta 20pts

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Wargear:

- Servo-arm

Special rules:

- Mindlock

Fast Attack:

Assault Squad: 100pts

Options:

- May include up to five additional space marines 18pts per model

- For every five models in the squad one Space Marine may replace his bolt pistol with one of the following

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

15pts

Unit Type:

- Jump Infantry

Unit composition:

- 4 space marines
- 1 sergeant

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- The space marine sergeant may replace his boltgun and/or bolt pistol with:

- A storm shield

15pts

- A plasma pistol

15pts

- A power weapon or lightning claw

15pts

- A power fist

25pts

- Thunder hammer or pair of lightning claws

30pts

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch

Wargear:

- Power armour
 - Jump pack
 - Bolt Pistol
 - Frag & Krak Grenades
 - Chainsword
- One Assault Squad, Vanguard Veteran Squad or Terminator Assault Squad may upgrade the Sergeant to Veteran Sergeant Thaddeus for +50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Thaddeus	5	4	4	4	1	5	2	9	3+

Unit Type:

- Jump Infantry (unique)
- Infantry when in terminator armour

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Enthusiastic Leader
- Death from the skies

Wargear:

- Power armour
- Jump pack
- Bolt Pistol
- Frag & Krak Grenades
- Master Crafted Power weapon
- Melta bombs
- Terminator armour (only when part of a terminator assault squad)
- Pair of master crafted lightening claws(only when part of a terminator assault squad)

**Land Speeder Squadron:
per model**

50 pts

	B	WS	BS	Armour
Land speeder	4	10	10	10

Options:

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Deep strike

- Any Land Speeder may replace its heavy bolter with:
 - Heavy-flamer free
 - Multi-melta 10pts
- Any Land Speeder may be upgraded with one of the following:
 - A Typhoon missile launcher 40pts
 - A Tornado patter
 - Heavy flamer 10pts
 - Heavy bolter 10pts
 - Multi-melta 20pts

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Wargear:

- Heavy bolter

Unit

Composition:

- 1-3 Land

**Land Speeder Storm :
50 pts**

	B	S	Armou	r
Land speeder storm	3	10	10	10

Options:

- Any Land Speeder may replace its heavy bolter with:
 - Heavy-flamer 10pts
 - Multi-melta 15pts
 - Assault cannon 35pts

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Deep strike
- Scouts

Wargear:

- Heavy bolter
- Jamming beacon
- Cerberus launcher

Unit

Composition:

- 1 Land Speeder Storm

Options:

**Space Marine Bike Squad:
90 pts**

May include up to five additional Space Marine Bikers
pts per model

25

- The Biker Sergeant may replace his bolt pistol with:
 - A plasma pistol

	WS	BS	T	W	I	A	Ld	Sv
Biker Sergeant	4	-	4 (5pts)	4 (5pts)	1	4 (5pts)	9	3+
Space Marine Biker	4	-	4 (5pts)	4 (5pts)	1	4 (5pts)	8	15pts
Attack Bike	4	-	4 (5pts)	4 (5pts)	2	4 (5pts)	8	25pts

- Up to two Bikers may replace their bolt pistols with
 - A flamer 5pts
 - A Meltagun 10pts
 - A plasma gun 15pts
- Add one heavy bolter armed Attack Bike to the Squadron

Unit Type:

- Bike

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch

wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Space Marine Bike

Unit Composition:

- 1 Biker Sergeant
- 2 Space Marine Bikers

**Attack Bike Squad:
model**

40 pts per

	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch

Unit Type:

- Bike

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Space Marine Bike
- Heavy Bolter

Options:

- Any Attack Bike may upgrade its heavy bolter to a multi-melta 10pts

Unit

Composition:

- 1-3 Attack Bikes

Squad:

Options:

70 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Biker Sergeant	4	4	4	4	1	4	2	9	4+
Scout Biker	4	4	4	4	1	4	2	8	4+

- May include up to seven additional Scout Bikes 50pts per model
- The scout Biker Sergeant may replace his bolt pistol with
 - A plasma pistol 15pts
 - A combi-melta, -flamer or -plasma 10pts
 - A power weapon 15pts
 - A power fist 25pts
- The scout Biker Sergeant may take:
 - Melta bombs 5pts
 - Locator beacon 25pts
- Up to three Bikers may replace their bike's twin-linked

Unit Type:

- Bike

- Power armour

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch

Unit Composition:

- 1 Space Marine Sergeant
- 4 Veterans

Vanguard Veteran Squad:**125**

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Type:

- Jump Infantry

Options:

- May include up to five additional space marines 20pts per model
- The Sergeant may replace his power sword with:
 - A lightning claw free
 - A power fist 10pts
 - A thunder hammer or relic blade 15pts
- Any model may replace his bolt pistol and/or Chainsword with:
 - A storm shield 15pts
 - A plasma pistol 15pts
 - A power weapon or lightning claw 15pts
 - A power fist 25pts

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Power armour
- Jump pack
- Bolt Pistol
- Frag & Krak Grenades
- Chainsword
- The sergeant instead has a power

Support:**Devastator Squad:****90 pts**

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Type:

- Infantry

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Power armour
- Bolt Pistol
- Frag & Krak Grenades
- Chainsword
- Signum (sergeant only)

Options:

- May include up to five additional space marines 16pts per model
- Up to four Space Marines must replace their boltguns with one of the following:
 - A heavy bolter 15pts
 - A multi-melta 15pts
 - A missile launcher 15pts
 - A plasma cannon 25pts
 - A lascannon 35pts
- The Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - A Chainsword 10pts
 - A combi-melta, -flamer or -plasma 10pts
 - A storm bolter 10pts
 - A plasma pistol or power weapon 15pts

One Devastator Squad may upgrade the Sergeant to Veteran Sergeant Avitus for +50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Avitus	4	5	4	4	1	4	2	9	3+

Unit Type:

- Infantry (unique)

Wargear:

- Power armour
- Bolt pistol
- Frag & krak grenades
- Heavy Bolter

Options:

- May exchange Heavy bolter for:
 - Missile Launcher....+ 15 pts
 - Multi-Melta.....+ 15 pts
 - Plasma Cannon.....+ 25 pts

Special Rules:

- And They Shall Know no Fear
- In the name of the unknown primarch
- Unyielding determination
- Focus Fire!
- Utter Contempt

Thunderfire cannon: 100pts

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	5	4	4	1	4	2	9	2+

Unit**Composition**

- 1 techmarine
- 1 Thunderfire cannon

Unit Type:

- Infantry

Special rules:

- And they shall know no fear
- In the name of the unknown Primarch
- Independent character
- Blessing of the Omnissiah
- Bolster defences

Wargear:

- Artificer armour
- Servo-harness
- Boltgun or bolt pistol
- Frag and krak grenades

Land Raider:

250pts

	B	S	Armou	r
Land raider	4	14	14	14

Unit

Composition:

- 1 Land raider

Unit Type:

- Vehicle (tank)

Wargear:

- Twin-linked heavy bolter
- Two twin linked lascannons
- Smoke launchers
- Searchlight

Transport

capacity

- Twelve models.

Special rules

- Power of the machine spirit
- Assault vehicle

Options:

- May take any of the following:
 - A storm bolter 10pts
 - A hunterkiller missile 10pts
 - A multi-melta

Land Raider Crusader:

250pts

	B	S	Armou	r
Land raider	4	14	14	14

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launchers
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - A storm bolter 10pts
 - A hunterkiller n 10pts
 - A multi-melta

Special rules

- Power of the machine spirit
- Assault vehicle

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Land Raider Redeemer: 240pts

	B		Armou	
	S		r	
Land	4	14	14	14
raider				
redeem				
er				

Unit

Composition:

- 1 Land raider crusader

Transport capacity

- Twelve models.

Special rules

- Power of the machine spirit
- Assault vehicle

Unit Type:

- Vehicle (tank)

Options:

- May take any of the following:
 - A storm bolter
10pts
 - A hunterkiller missile
10pts
 - A multi-melta

Wargear:

- Twin-linked assault cannon
- Two flamethrower cannons
- Frag assault launchers
- Smoke launchers
- Searchlight

Predator:

60pts

	B		Armou	
	S		r	
Predat	4	13	11	10
or				

Unit**Composition:**

- 1 Predator

Unit Type:

- Vehicle (tank)

Wargear:

- Auto cannon
- Smoke launchers
- Searchlight

Options:

- Replace auto cannon with
 - Twin linked lascannon
45pts
- May take side sponsons with
 - Heavy bolters
25pts
 - Lascannons
- may take any of the following
 - dozer blade
 - storm bolter
 - hunter-killer missile
10pts

60pts

5pts

10pts

Whirlwind:**85pts**

	B	S	Armou	r
Whirlwind	4	11	11	10

Unit**Composition:**

- 1 Whirlwind

Unit Type:

- Vehicle (tank)

Wargear:

- Whirlwind multiple missile launcher
- Smoke launchers
- Searchlight

Options:

- May take any of the following
 - dozer blade
 - storm bolter
 - hunter-killer missile
10pts
 - extra armour

5pts

10pts

Vindicator:**115pts**

	B	S	Armou	r
Razorback	4	13	11	10

Unit**Composition:**

- 1 Vindicator

Unit Type:**Wargear:**

- Demolisher cannon
- Storm bolter
- Smoke launchers
- Searchlight

Options:

- May take any of the following
 - dozer blade
 - storm bolter
 - hunter-killer missile
10pts
 - siege shield
 - extra armour

5pts

10pts

10pts